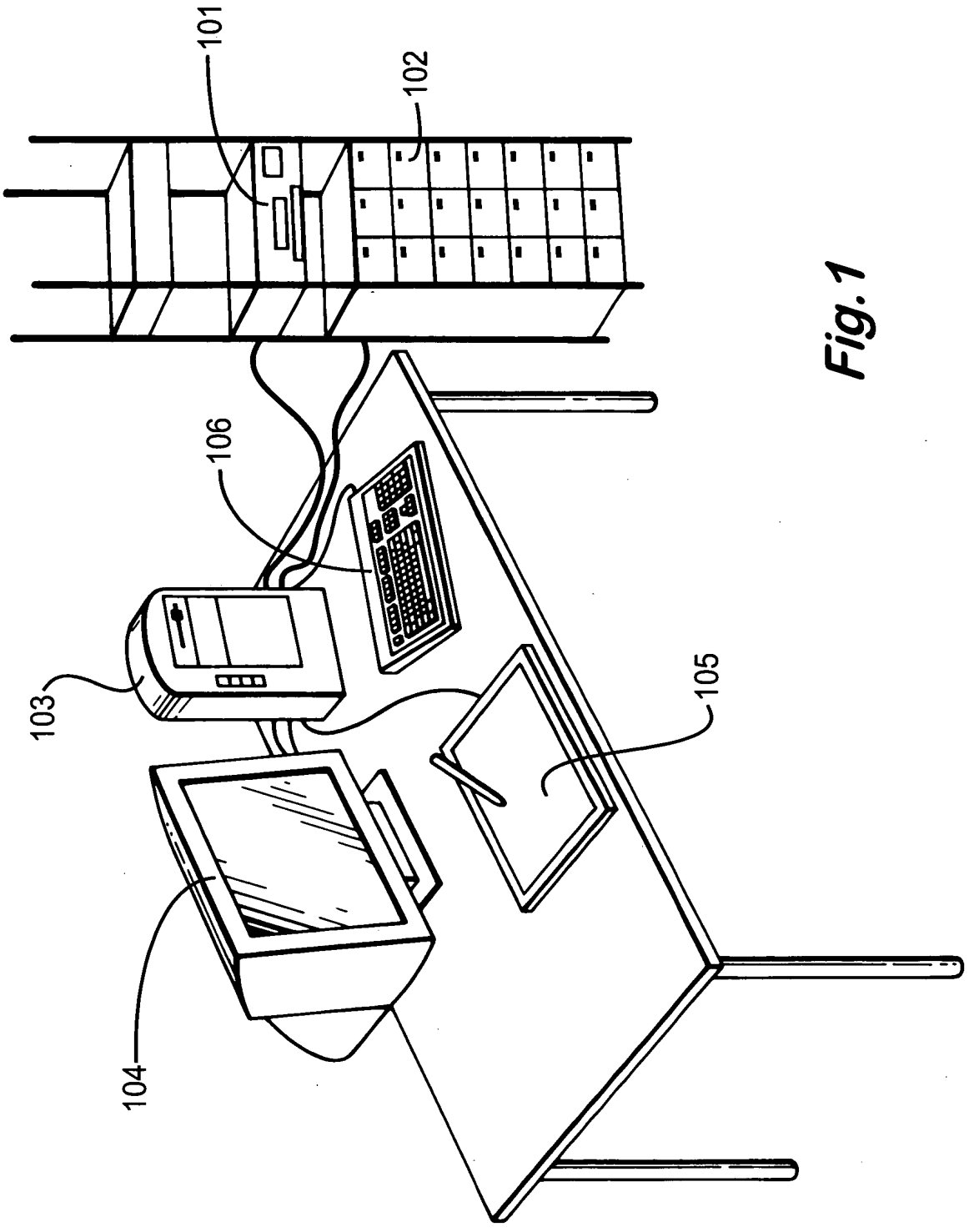


Fig.1

EP0602420A2

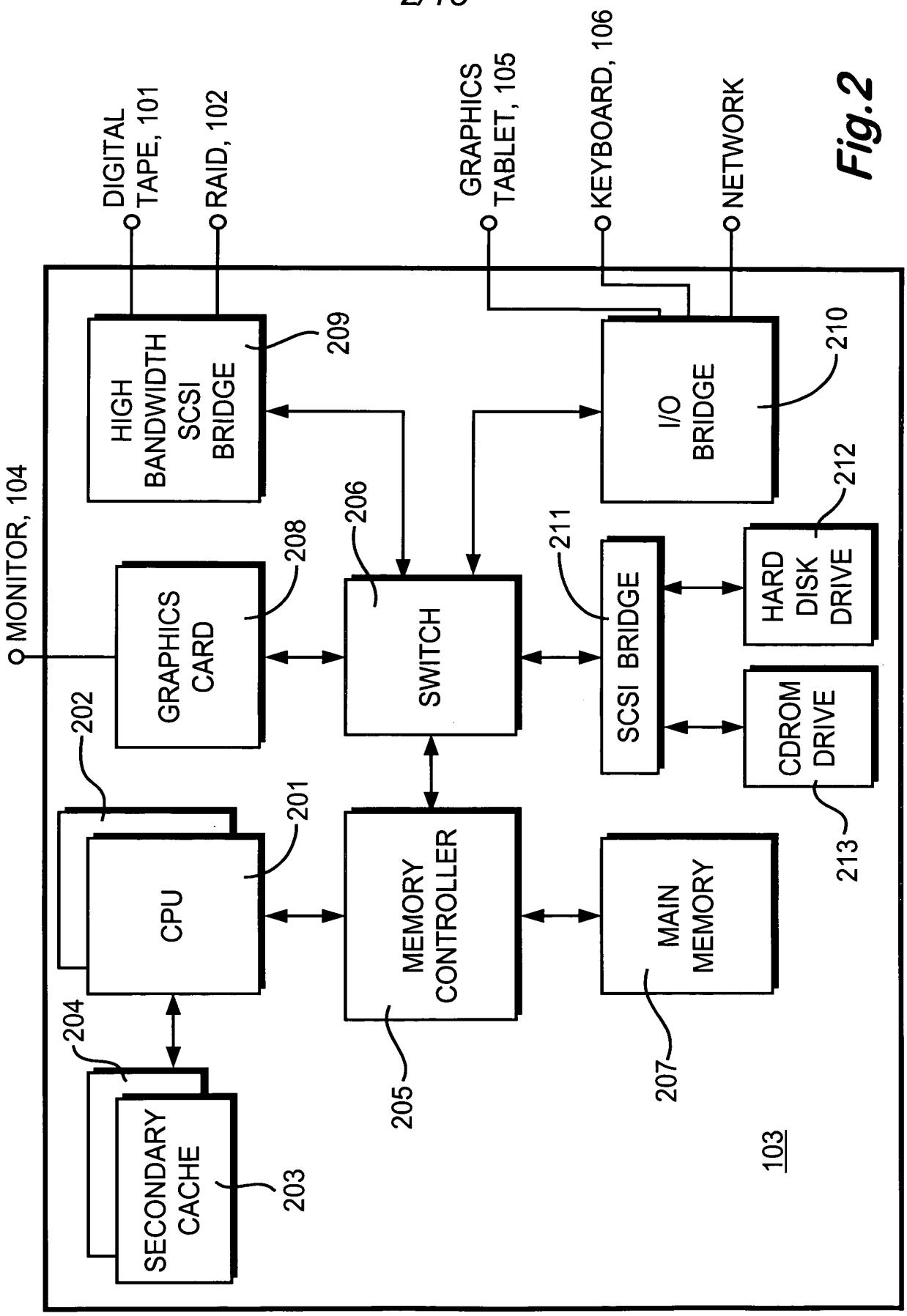

DIGITAL TAPE, 101
RAID, 102
GRAPHICS TABLET, 105
KEYBOARD, 106
NETWORK
MONITOR, 104
HIGH BANDWIDTH SCSI BRIDGE
209
I/O BRIDGE
210
GRAPHICS CARD
208
206
SWITCH
211
SCSI BRIDGE
212
HARD DISK DRIVE
CDROM DRIVE
213
202
CPU
201
MEMORY CONTROLLER
MAIN MEMORY
204
SECONDARY CACHE
203
205
207
103

Fig.2

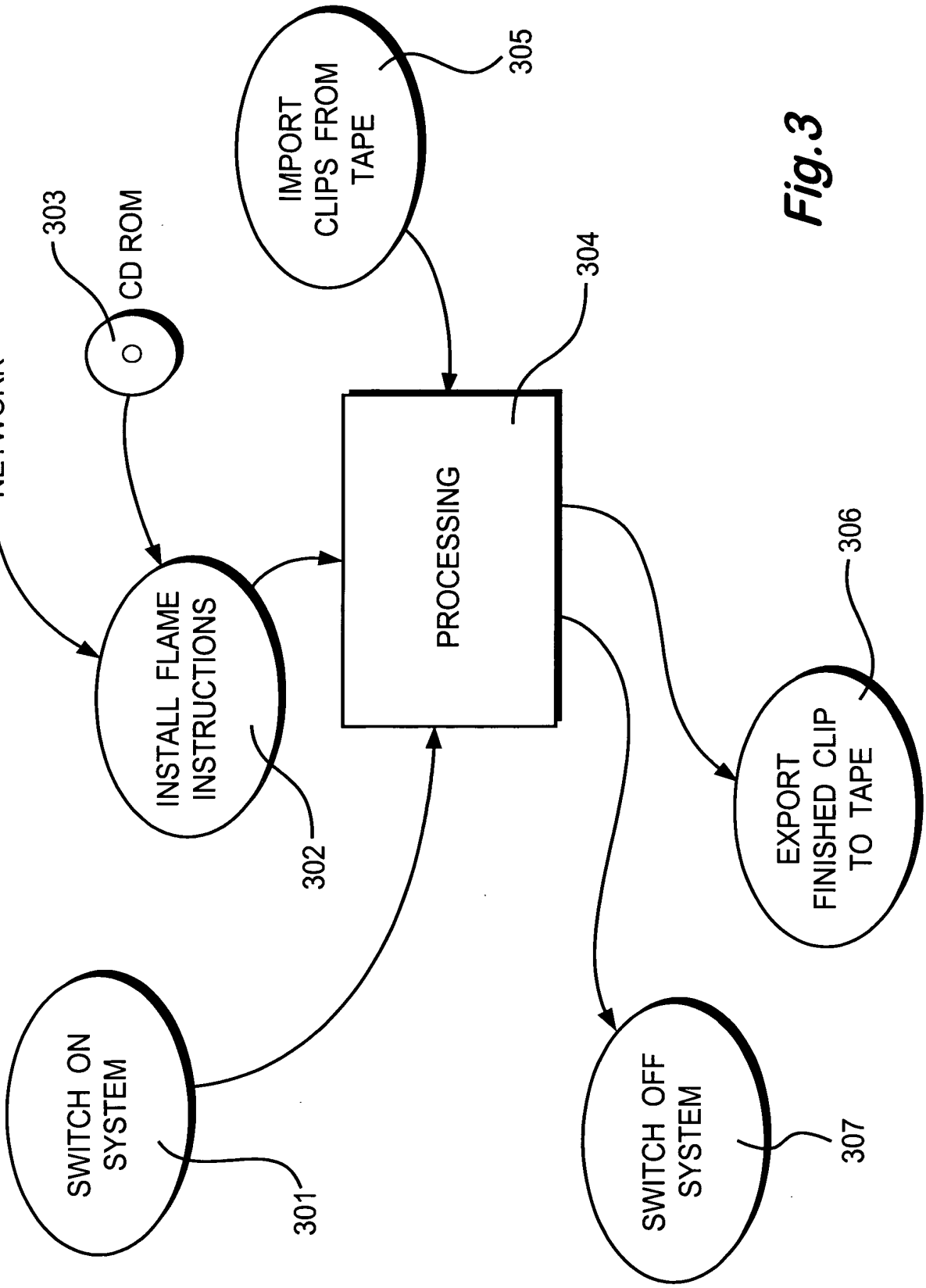

NETWORK
303
CD ROM
IMPORT CLIPS FROM TAPE
305
304
PROCESSING
INSTALL FLAME INSTRUCTIONS
302
306
EXPORT FINISHED CLIP TO TAPE
SWITCH ON SYSTEM
301
SWITCH OFF SYSTEM
307

Fig.3

1060120 : 2150826.0

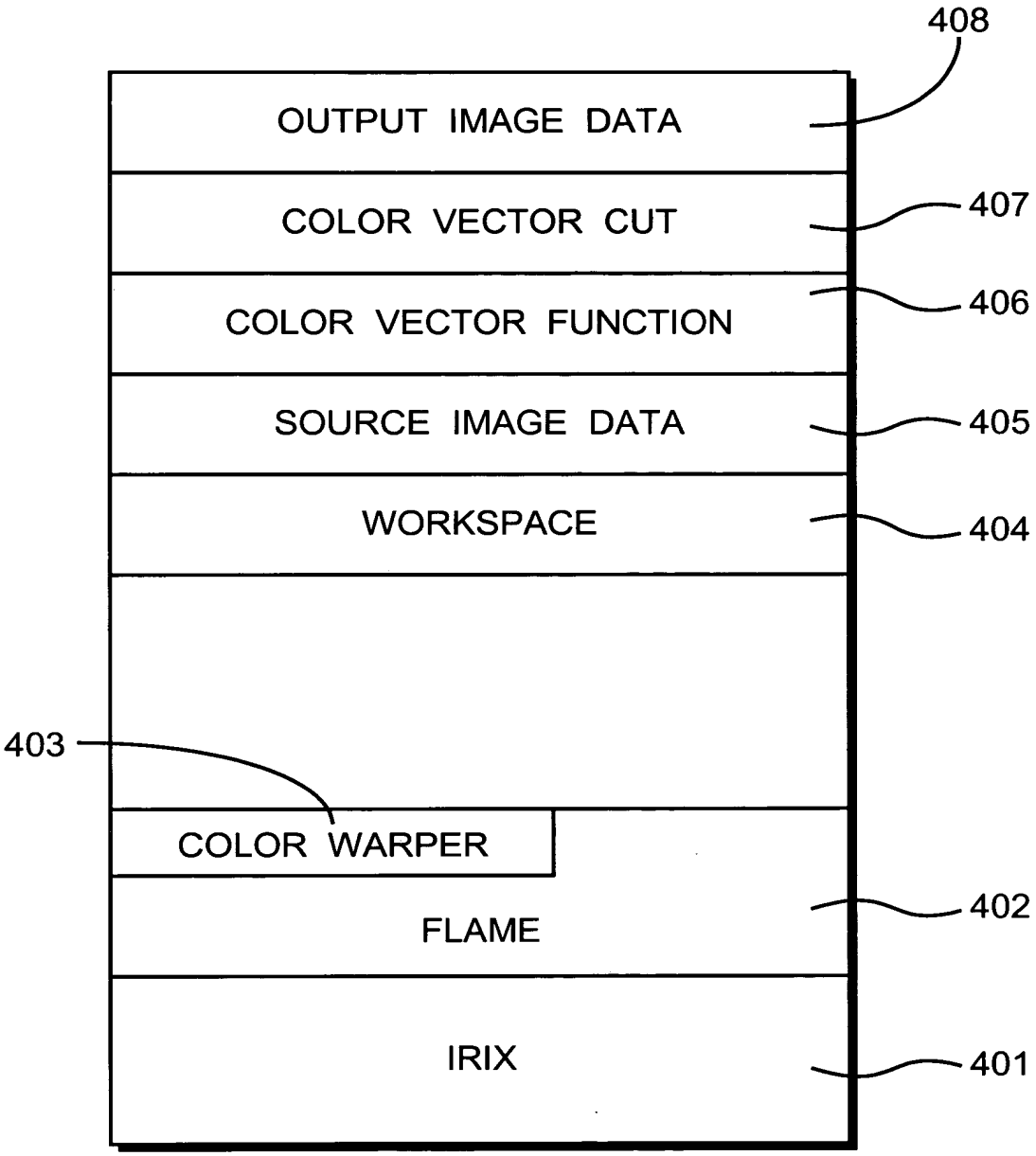


Fig.4

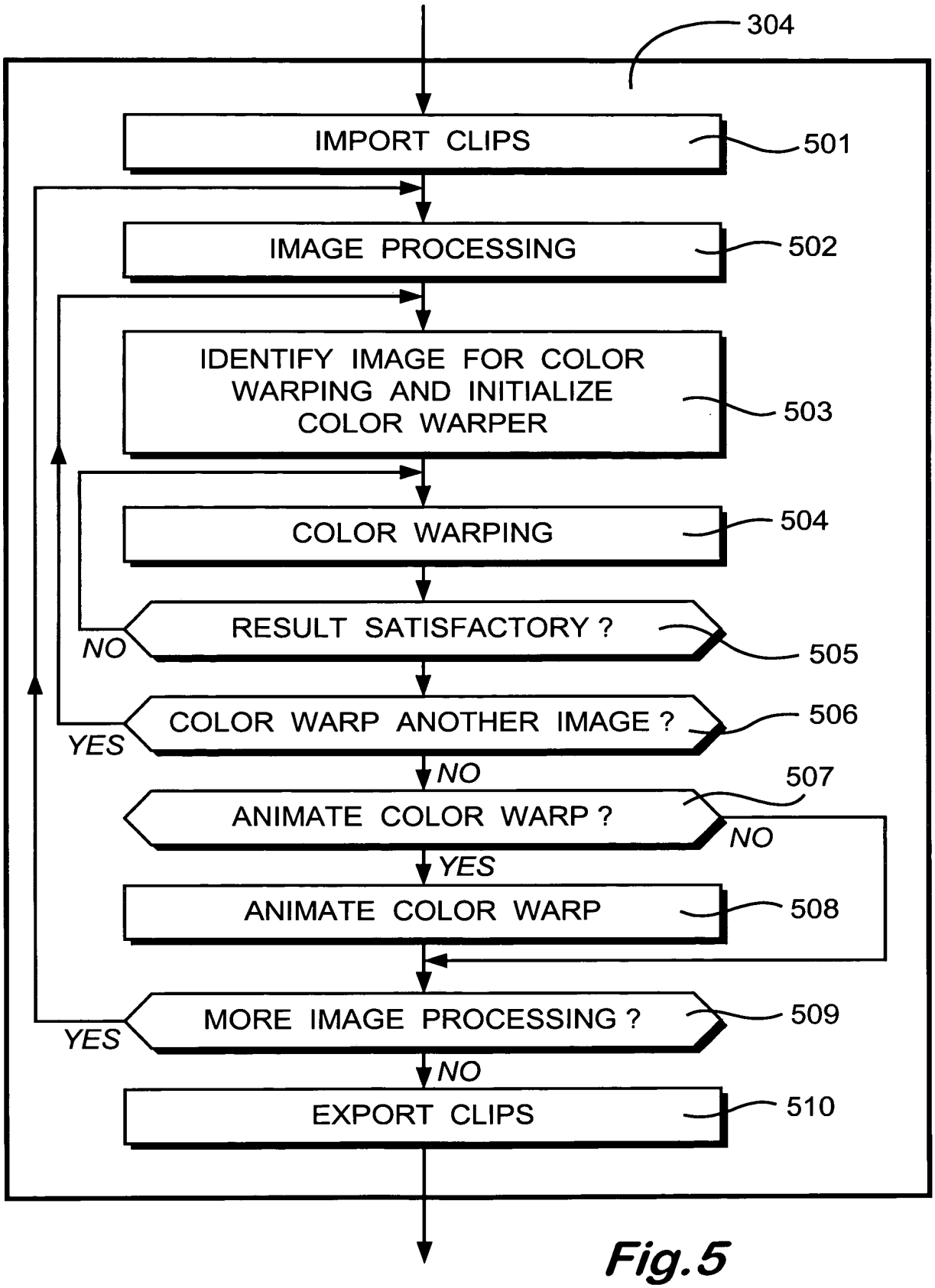

304
IMPORT CLIPS
501
IMAGE PROCESSING
502
IDENTIFY IMAGE FOR COLOR WARPING AND INITIALIZE COLOR WARPER
503
COLOR WARPING
504
RESULT SATISFACTORY ?
505
NO
COLOR WARP ANOTHER IMAGE ?
506
YES
NO
ANIMATE COLOR WARP ?
507
NO
YES
ANIMATE COLOR WARP
508
MORE IMAGE PROCESSING ?
509
YES
NO
EXPORT CLIPS
510

Fig.5

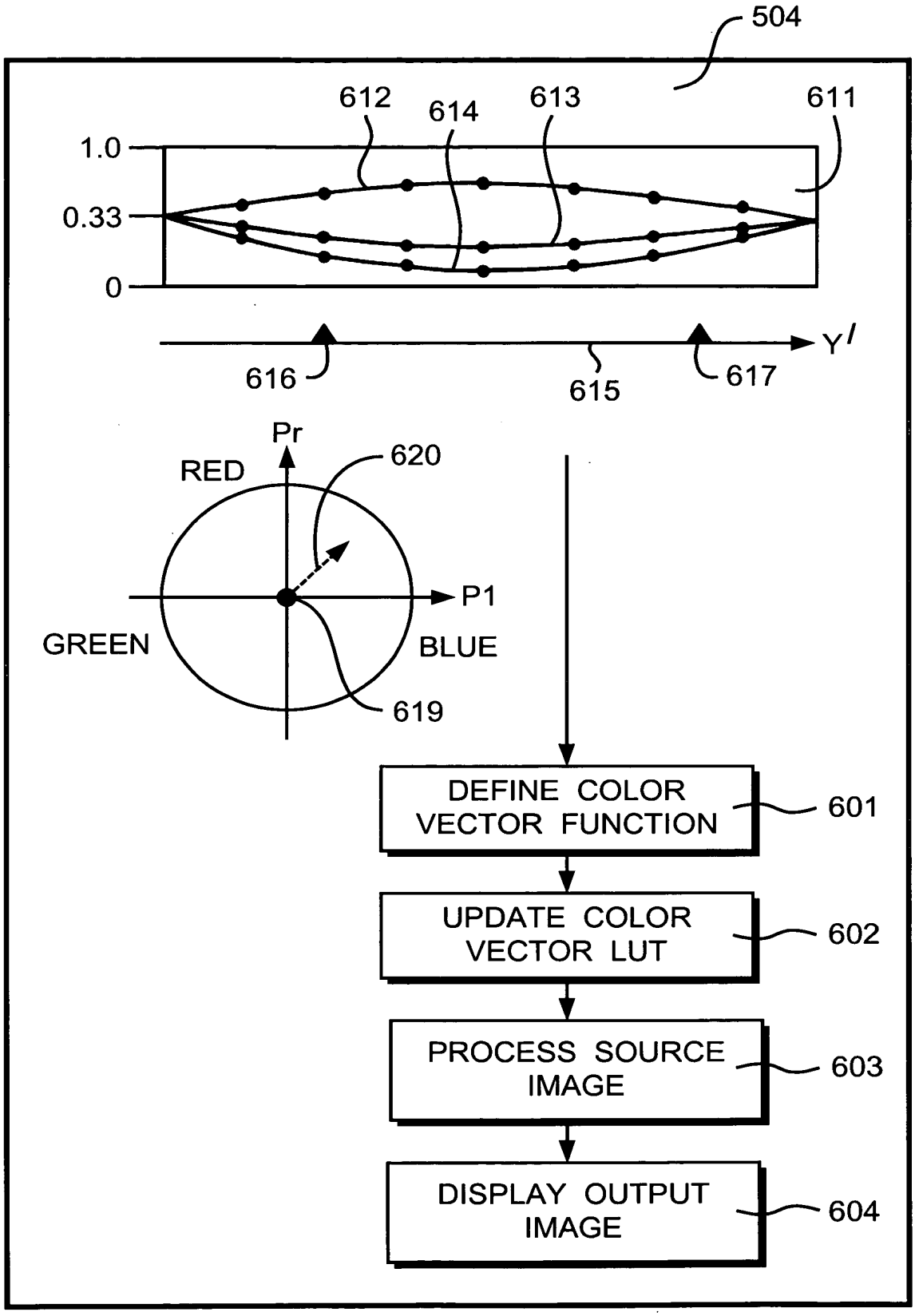
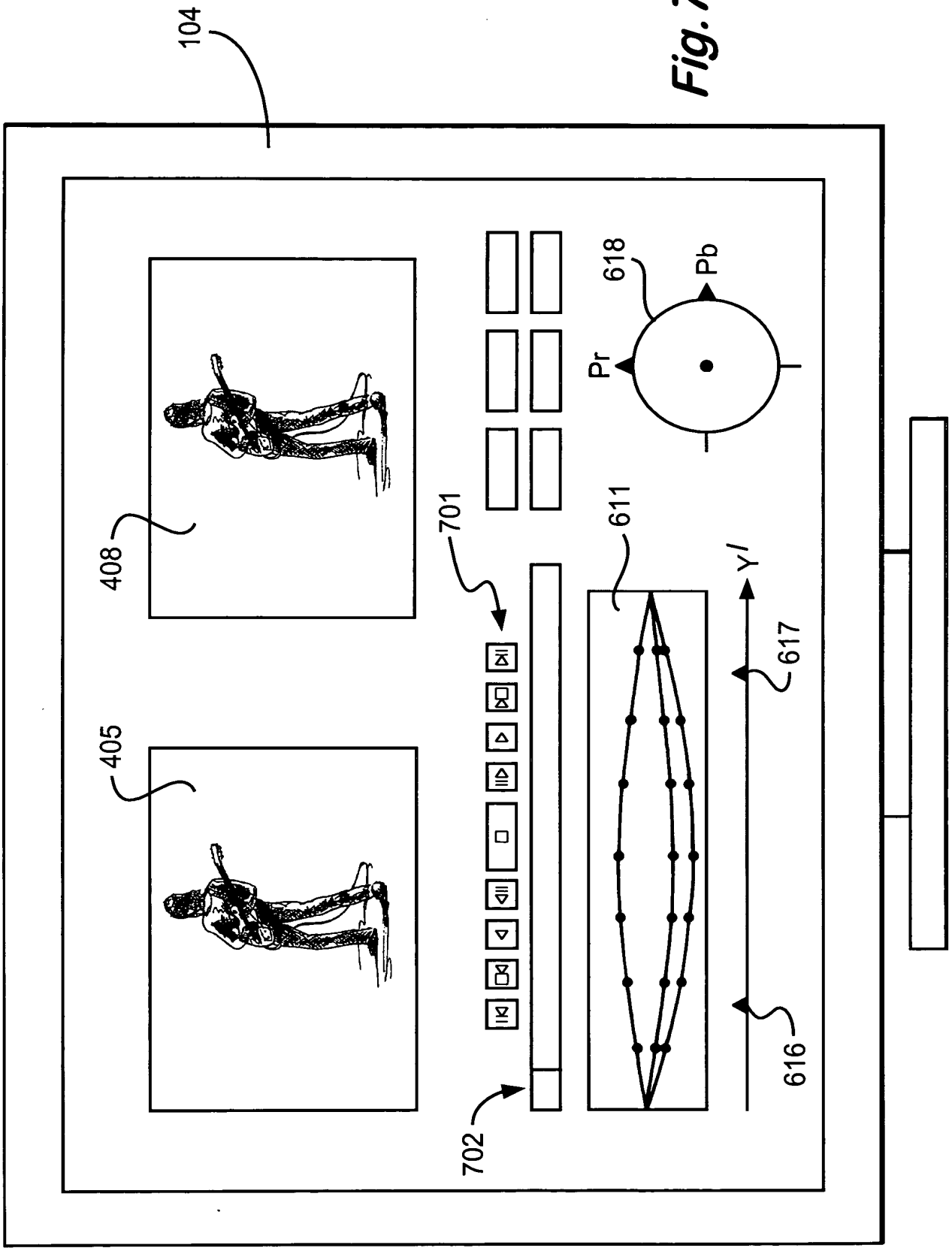

504
612
614
613
611
1.0
0.33
0
Y'
616
615
617
Pr
RED
620
P1
GREEN
BLUE
619
DEFINE COLOR VECTOR FUNCTION
601
UPDATE COLOR VECTOR LUT
602
PROCESS SOURCE IMAGE
603
DISPLAY OUTPUT IMAGE
604

Fig.6

Fig. 7



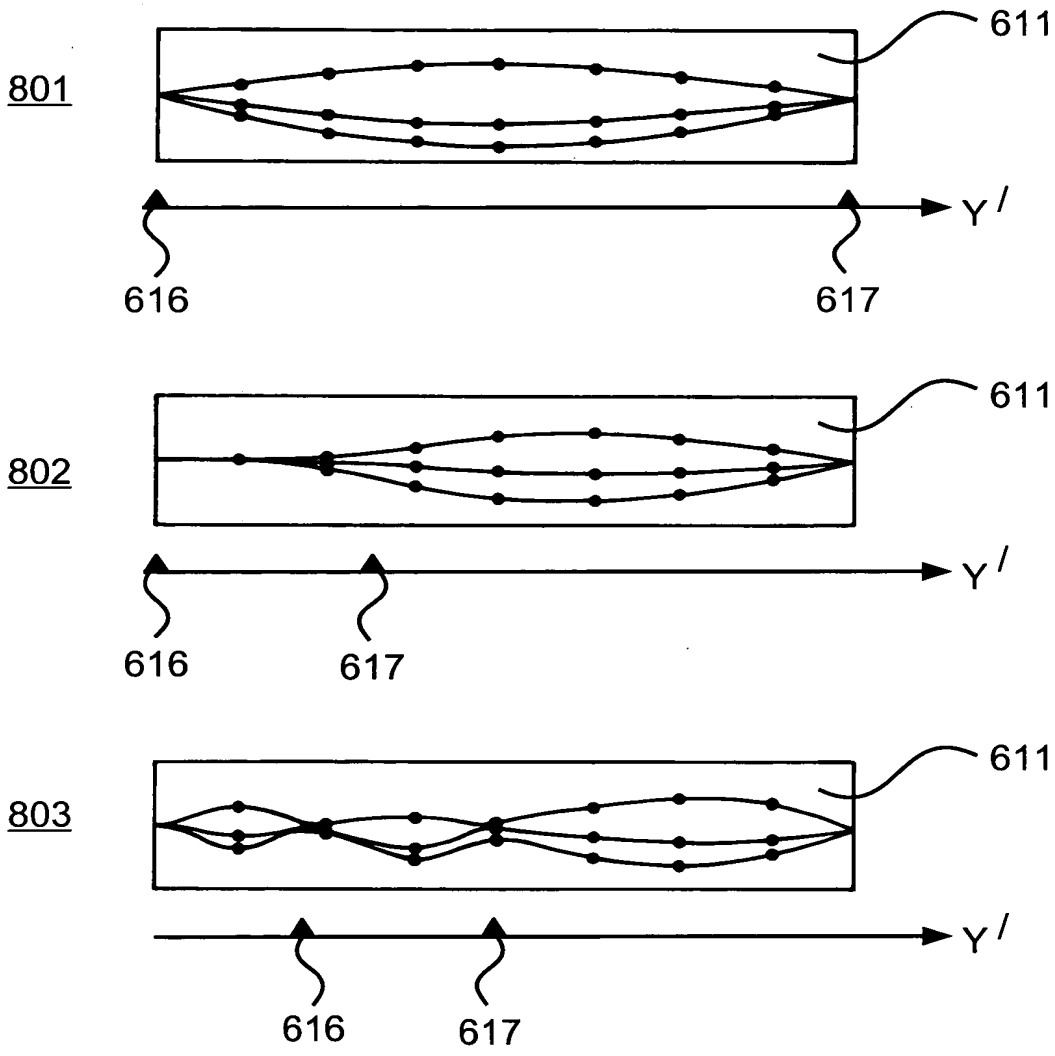


Fig.8

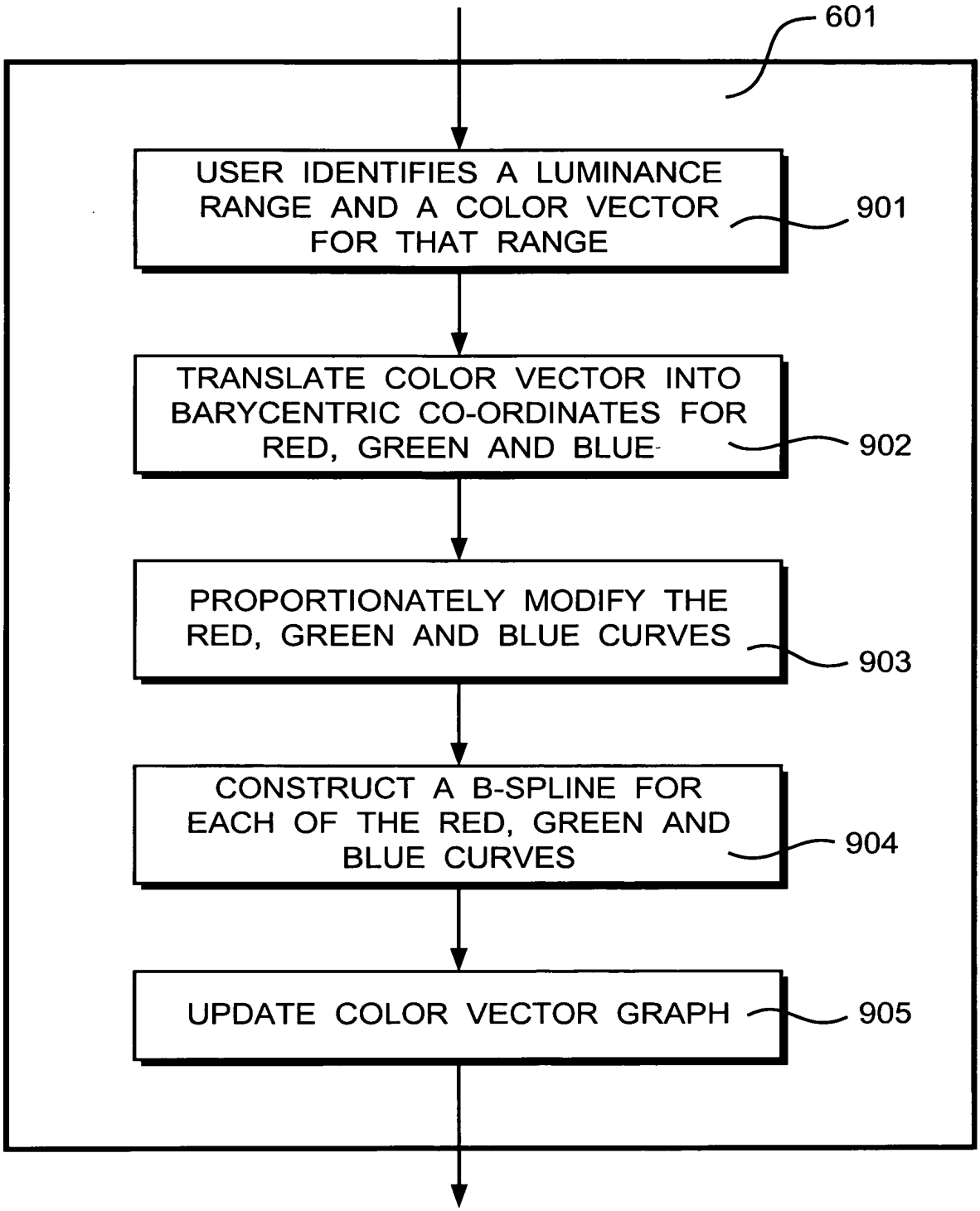

601
USER IDENTIFIES A LUMINANCE RANGE AND A COLOR VECTOR FOR THAT RANGE
901
TRANSLATE COLOR VECTOR INTO BARYCENTRIC CO-ORDINATES FOR RED, GREEN AND BLUE
902
PROPORTIONATELY MODIFY THE RED, GREEN AND BLUE CURVES
903
CONSTRUCT A B-SPLINE FOR EACH OF THE RED, GREEN AND BLUE CURVES
904
UPDATE COLOR VECTOR GRAPH
905

Fig.9

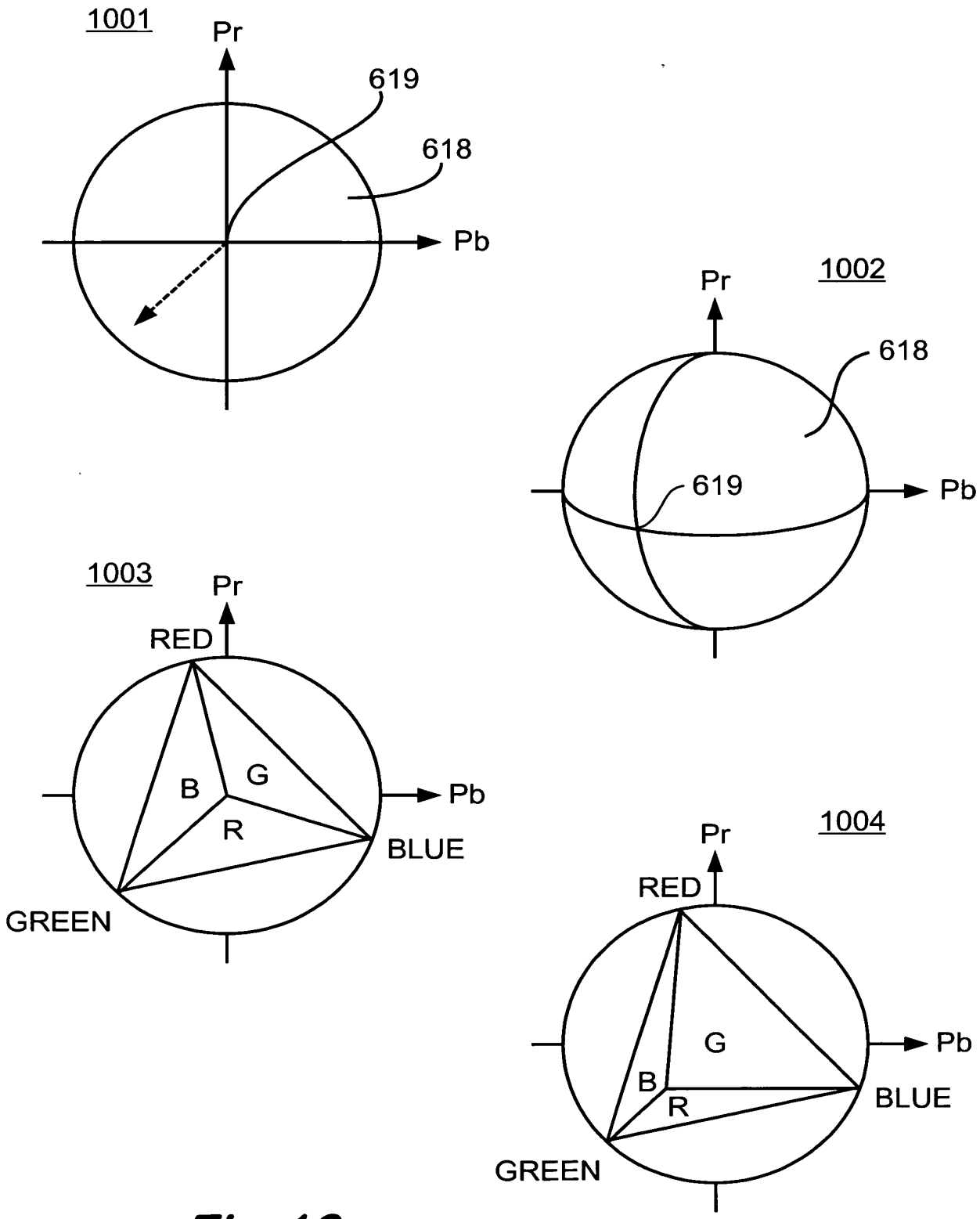

1001
Pr
619
618
Pb
1002
Pr
618
619
Pb
1003
Pr
RED
B
G
R
Pb
BLUE
GREEN
1004
Pr
RED
G
Pb
B
R
BLUE
GREEN

Fig.10

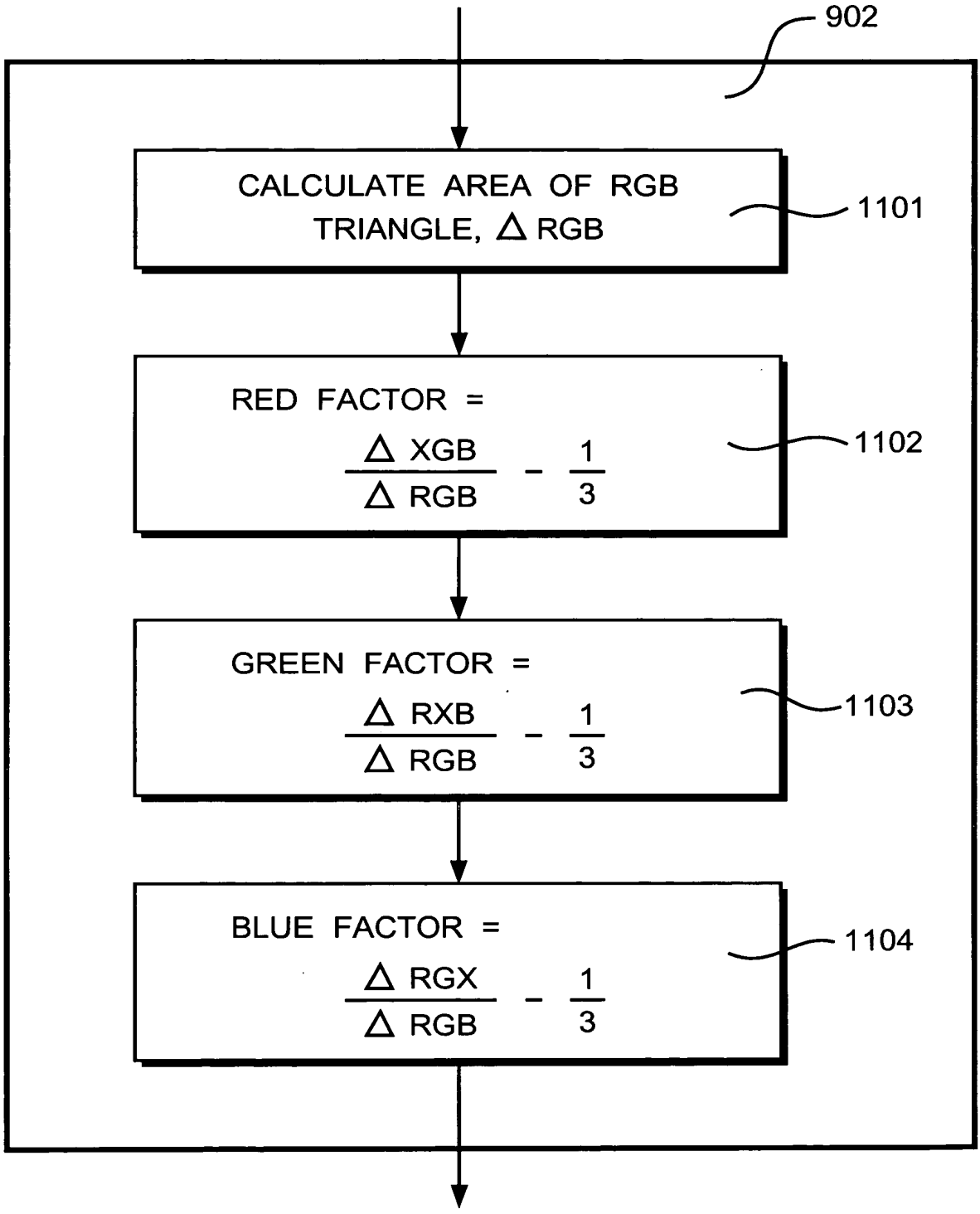

902
CALCULATE AREA OF RGB TRIANGLE, Δ RGB
1101
RED FACTOR = Δ XGB / Δ RGB − 1/3
1102
GREEN FACTOR = Δ RXB / Δ RGB − 1/3
1103
BLUE FACTOR = Δ RGX / Δ RGB − 1/3
1104

Fig.11

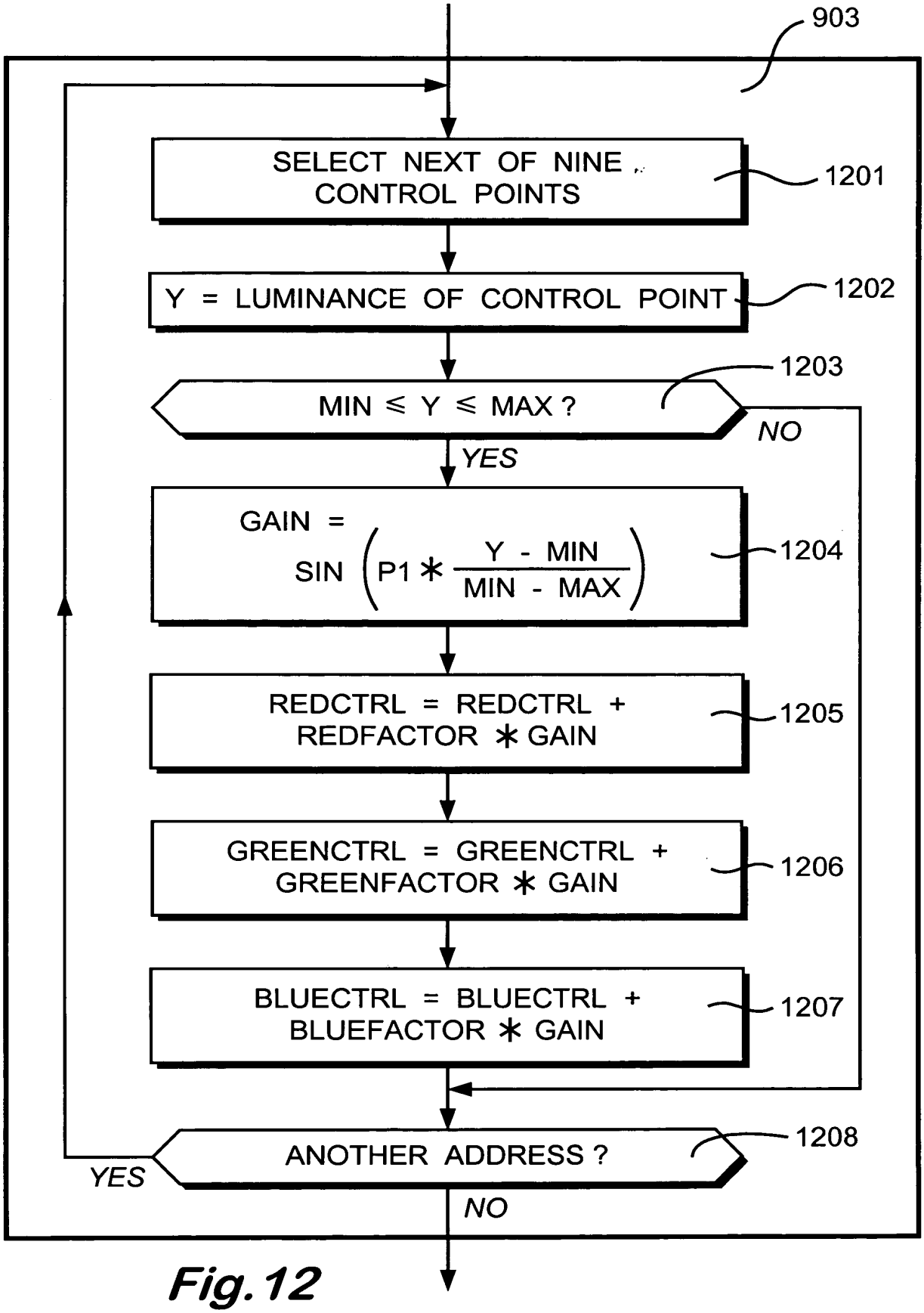


Fig. 12

EP0862150A2

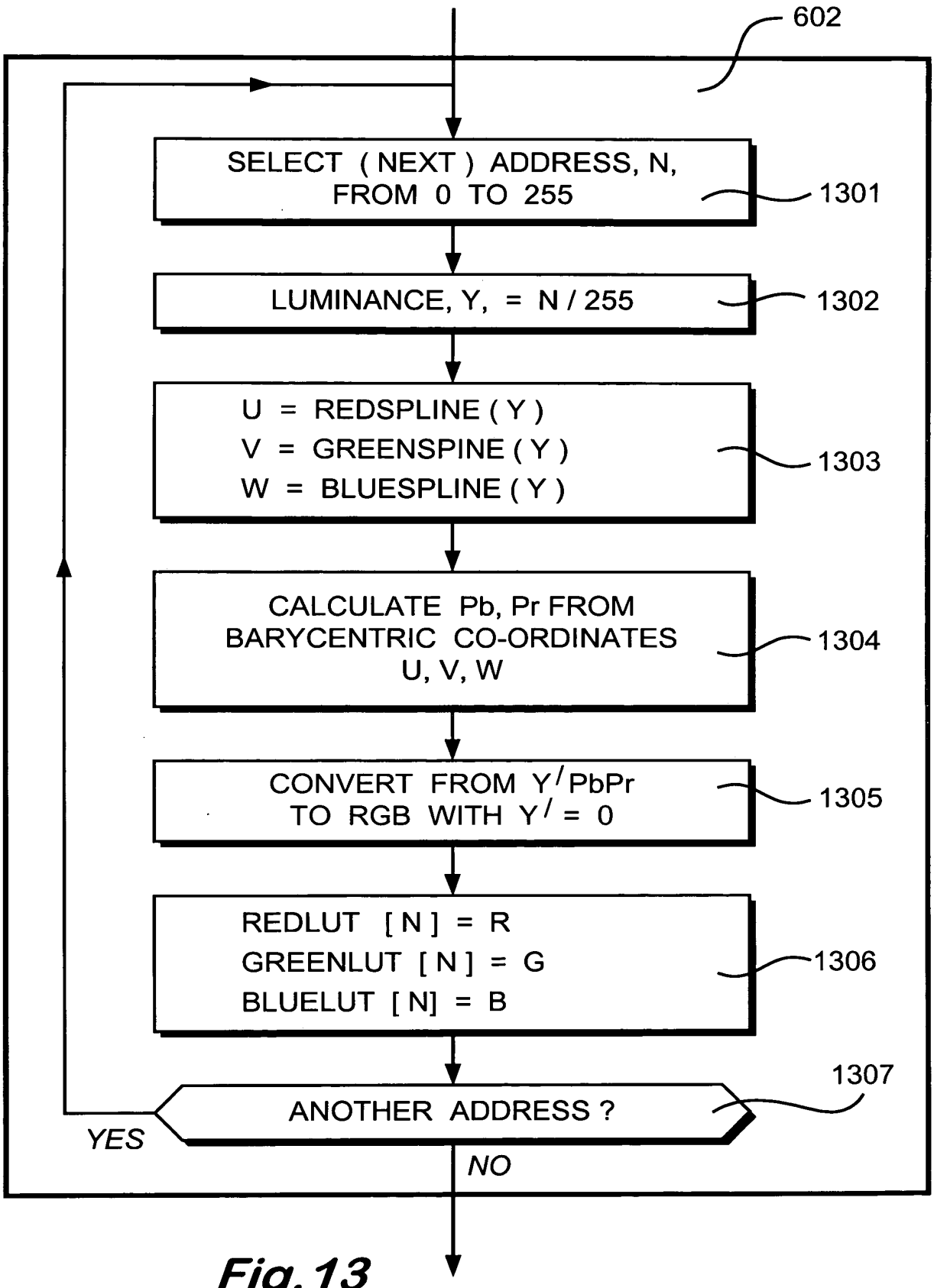
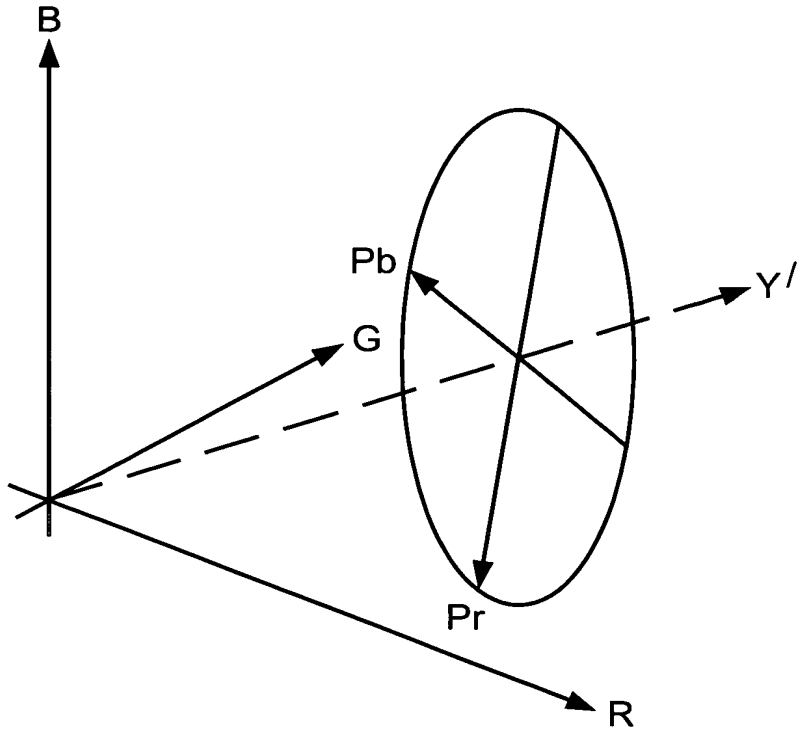


Fig. 13

F:\06020-ch\508760



1401

$Y^{/}$ = 0.299N R + 0.587 G + 0.114 B
Pb = - 0.169 R - 0.331 G + 0.5 B
Pr = 0.5 R - 0.419 G - 0.081 B

1402

MATRIX 'A' TRANSFORMS RGB TO $Y^{/}$ Pb Pr

MATRIX 'A^{-1}' TRANSFORMS $Y^{/}$ Pb Pr TO RGB

RGB BLACK = (0, 0, 0); $Y^{/}$ Pb Pr BLACK = (0, 0, 0)
RGB WHITE = (1, 1, 1); $Y^{/}$ Pb Pr WHITE = (1, 0, 0)

Fig. 14

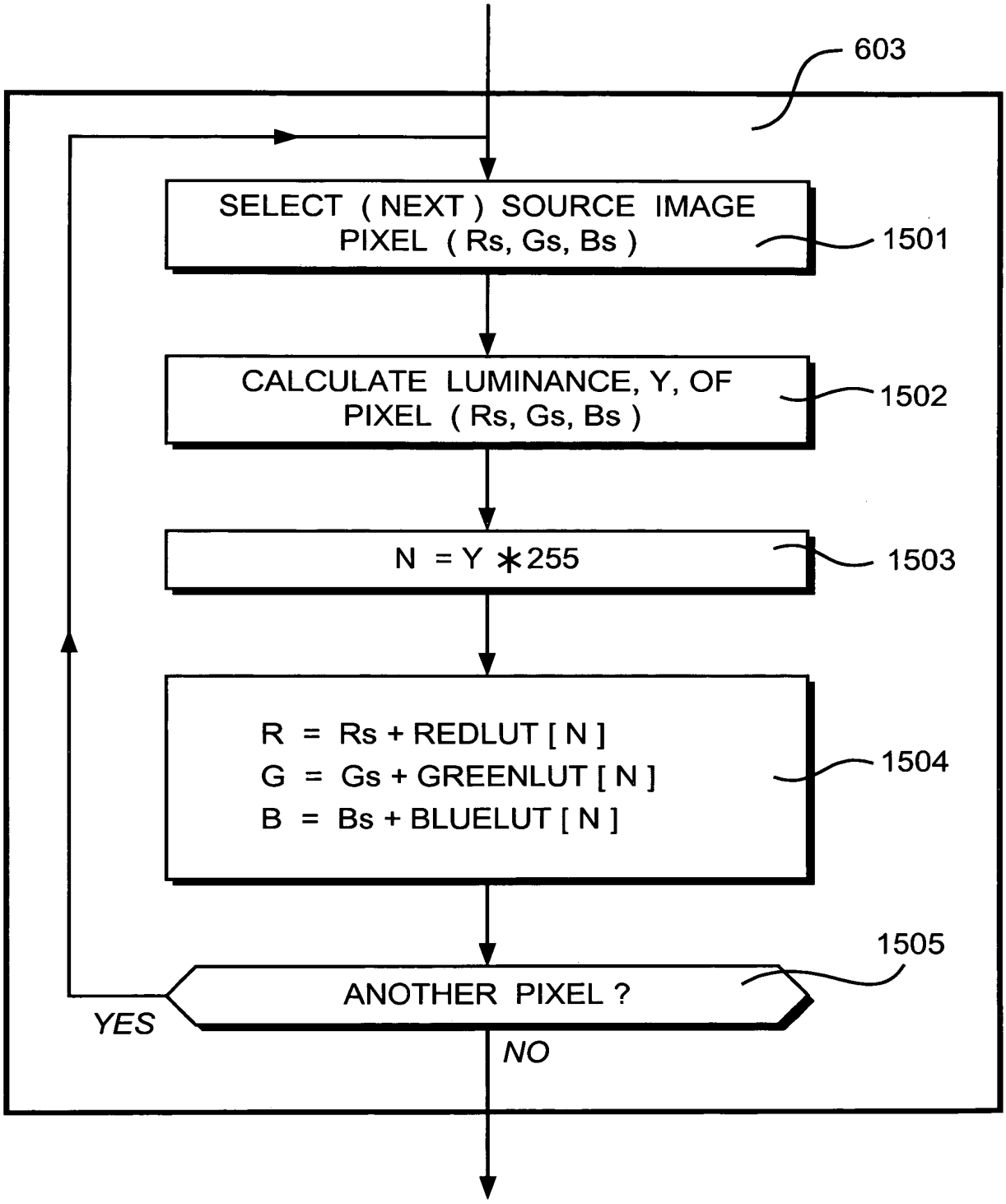

603
SELECT (NEXT) SOURCE IMAGE PIXEL (Rs, Gs, Bs)
1501
CALCULATE LUMINANCE, Y, OF PIXEL (Rs, Gs, Bs)
1502
N = Y * 255
1503
R = Rs + REDLUT [N]
G = Gs + GREENLUT [N]
B = Bs + BLUELUT [N]
1504
ANOTHER PIXEL ?
1505
YES
NO

Fig.15